NAME

ARCHETYPES

O	C	E	A	N

CRUX DIE

d___

BUL	VIT	PRE	APT

HP		SPD

MAX/CURRENT

TRAITS/SPELLS

SKILLS	ATT	SCO	MISC	MOD
Academics	APT	+ ___	+ ___	= ___
Alertness	PRE	+ ___	+ ___	= ___
Athletics	VIT	+ ___	+ ___	= ___
Domestics	APT	+ ___	+ ___	= ___
Fighting	VIT	+ ___	+ ___	= ___
Intuition	APT	+ ___	+ ___	= ___
Larceny	APT	+ ___	+ ___	= ___
Magic	APT	+ ___	+ ___	= ___
Medicine	APT	+ ___	+ ___	= ___
Shooting	VIT	+ ___	+ ___	= ___
Strength	BUL	+ ___	+ ___	= ___
Survival	APT	+ ___	+ ___	= ___
Technical	APT	+ ___	+ ___	= ___
Willpower	PRE	+ ___	+ ___	= ___
Wordplay	PRE	+ ___	+ ___	= ___
_____	___	+ ___	+ ___	= ___
_____	___	+ ___	+ ___	= ___
_____	___	+ ___	+ ___	= ___
_____	___	+ ___	+ ___	= ___
_____	___	+ ___	+ ___	= ___

NOTES

INVENTORY

EXP

DEF

RES

CRIT PROT

ATTACKS	ATT	DAM/TYPE	RNG	HND	HFT	SPECIAL
_____	___	_____	____	____	____	_____
_____	___	_____	____	____	____	_____
_____	___	_____	____	____	____	_____
_____	___	_____	____	____	____	_____

ADDITIONAL TRAITS/SPELLS

PORTRAIT

SKILLS	ATT		SCO		MISC		MOD
_____	__	+	__	+	__	=	__
_____	__	+	__	+	__	=	__
_____	__	+	__	+	__	=	__
_____	__	+	__	+	__	=	__
_____	__	+	__	+	__	=	__
_____	__	+	__	+	__	=	__
_____	__	+	__	+	__	=	__
_____	__	+	__	+	__	=	__
_____	__	+	__	+	__	=	__
_____	__	+	__	+	__	=	__
_____	__	+	__	+	__	=	__
_____	__	+	__	+	__	=	__
_____	__	+	__	+	__	=	__
_____	__	+	__	+	__	=	__
_____	__	+	__	+	__	=	__
_____	__	+	__	+	__	=	__
_____	__	+	__	+	__	=	__
_____	__	+	__	+	__	=	__
_____	__	+	__	+	__	=	__
_____	__	+	__	+	__	=	__
_____	__	+	__	+	__	=	__
_____	__	+	__	+	__	=	__

ADDITIONAL NOTES

FATE

WEALTH

UNCARRIED BELONGINGS

RESISTANCE MODIFIERS

Burn ___	Disintegrate ___	Irradiate ___	Sicken ___	_____ ___
Concuss ___	Fatigue ___	**Pierce** ___	**Smash** ___	_____ ___
Corrode ___	Freeze ___	Poison ___	Smite ___	_____ ___
Cut ___	Hex ___	Shock ___	Stress ___	_____ ___